SOFTWARE PROJECTS

DINKY DOO

COMMODORE 64

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DINKY DOO

LOADING INSTRUCTIONS

1. Place tape in recorder.
2. Ensure tape is rewound to beginning.
3. Press SHIFT and RUN/STOP keys at the same time or type LOAD and press RETURN.
4. Press Play on your cassette recorder.
5. Your program will now load.

Loading time approx. 6 minutes.

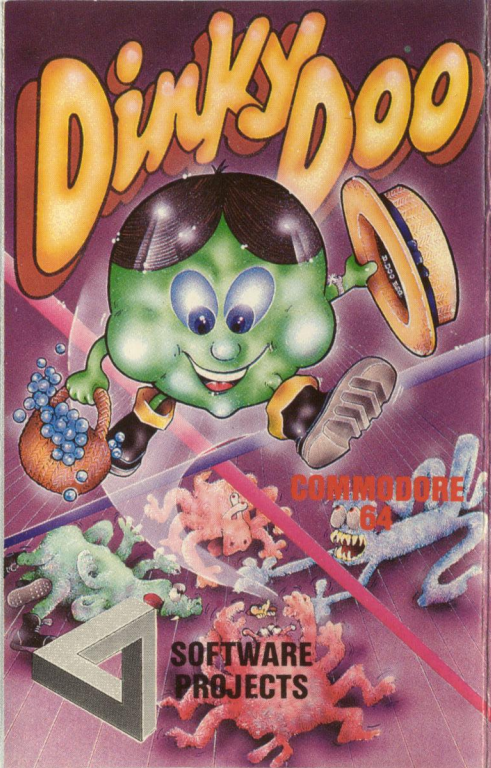## TO MOVE USE KEYS:

Z = LEFT
X = RIGHT
/ = DOWN
j = UP
k = SOUND OFF
S = SOUND ON
OR JOYSTICK IN PORT 2

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DINKY DOO

You knew you shouldn't have eaten that cheese sandwich before you went to bed, your mother said it would give you bad dreams – what an understatement.

Maybe if you can reach your hot milk everything will go back to normal. "Easy," you think to yourself – but that's not taking into account the skulls, evil snakes, electrified walls and lots of other unmentionable nasties.

On reaching the hot milk, the creatures turn into harmless cherries which can be gathered for extra points. Once you've done that, you can head for the door, maybe it's mum's room, or maybe it isn't!

On DINKY DOO a new method of loading is used showing moving bands of colour to indicate that the program is loading.

WARNING: **STORING THIS CASSETTE CLOSE TO ANY MAGNETS, E. G. TELEVISION SET MAY CORRUPT THE PROGRAM AND MAKE IT UNPLAYABLE.**